



VORGAROTH THE SCARRED & SKALOK THE SKULL HOST OF KHORNE

Legends speak of the slaughter unleashed by Vorgaroth and Skalok, and together they have carved a bloody path of destruction and carnage across the Mortal Realms. The number of their victims is now beyond measure, a colossal tower of skulls claimed for the Blood god Khorne.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
White-hot Balefire	20"	3	4+	2+	-3	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skull Cleaver Axe of Khorne	1"	12	3+	3+	-2	2
Eviscerating Claws	3"	D6	3+	3+	☀	3
Cavernous Jaws	3"	2	4+	☀	-2	3
Brass-plated Tail	3"	☀	4+	4+	-1	3

DAMAGE TABLE

Wounds Allocated	Move	Eviscerating Claws	Cavernous Jaws	Brass-plated Tail
0-5	14"	-3	2+	3D6
6-10	11"	-3	3+	2D6
11-15	10"	-2	4+	D6
16-20	9"	-1	5+	D3
21+	8"	-1	6+	1

DESCRIPTION

Vorgaroth the Scarred & Skalok the Skull Host of Khorne are a single named model. Vorgaroth is armed with the Skull Cleaver Axe of Khorne.

FLY: This model can fly.

MOUNT: Skalok the Skull Host of Khorne attacks with her White-hot Balefire, Eviscerating Claws, Cavernous Jaws and Brass-plated Tail.

ABILITIES

Monstrous Trophies: *Believing only the greatest of beasts can hope to challenge his might, Vorgaroth hunts the Realms, seeking out the mightiest to do battle with.*

You can re-roll failed wound rolls for attacks made with this model's Skull Cleaver Axe of Khorne that target a **MONSTER**. In addition, if the unmodified wound roll for an attack made with the Skull Cleaver Axe of Khorne is a 6, that attack inflicts D3 mortal wounds on the target in addition to any normal damage.

Crushing Bulk: *Possessing a speed at odds with her immense size, even the nimblest of warriors may be crushed underfoot when Skalok charges.*

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a roll of 3+, that unit suffers D3 mortal wounds.

Eternal Hunt: *Vorgaroth and Skalok soar through the skies high above the Mortal Realms, ever-watchful for any sign of bloodshed. Wherever battle may be found they swoop down, bringing death and destruction to all who stand in their way.*

Instead of setting up this model on the battlefield, you can place it to one side and say that it is in reserve. If you do so, at the end of your second movement phase you can set up this unit on the battlefield more than 9" away from any enemy units.

Fettered Servitude: *Vorgaroth demands unwavering obedience from any of Khorne's followers that are in his presence, and will severely punish any warriors who show the slightest sign of fear.*

Before you take a battleshock test for a friendly **KHORNE** unit wholly within 12" of this model, you can say that this model demands unwavering obedience. If you do so, 1 model in that unit is slain, but you do not have to take a battleshock test for that unit in that phase. If you do not do so, and the battleshock test for that unit is failed, add D3 to the number of models that flee from that unit.

Fuelled by Death: *When battle is joined, the servants of Khorne are overcome with a murderous rage. Such fury sweetens their blood, strengthening Skalok with each ally she devours.*

In your hero phase, you can pick 1 friendly model within 3" of this model and roll a dice. If you do so, and the roll is equal to or greater than that model's Wounds characteristic, that model is slain and you heal up to the number of wounds shown on the slain model's Wounds characteristic.

Wings of Fury: *Each beat of Skalok's great wings disrupts the balance of the winds of magic.*

Subtract 3 from casting and unbinding rolls for enemy **WIZARD** models that are within 18" of this model.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBLOOD, HERO, MONSTER, VORGAROTH THE SCARRED & SKALOK THE SKULL HOST OF KHORNE

KHORNE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Vorgaroth the Scarred on Skalok the Skull Host of Khorne	1	1	1200	Leader, Behemoth	Unique